Module Specification

Studio: Production

Version: 2027-28, v1.0, Approved

Contents

Part 1: Information

Module title: Studio: Production

Module code: UALB8P-30-3

Level: Level 6

For implementation from: 2027-28

UWE credit rating: 30

ECTS credit rating: 15

College: College of Arts, Technology and Environment

School: CATE School of Arts

Partner institutions: None

Field: Lens and Moving Image

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Studio: Production is a practice-based production module that focuses on the production of students' major project or projects. As agreed with students' supervisors, this may be a film, a portfolio or a reel. The purpose of the module is to continue the projects started in a previous module.

This work should continue to demonstrate advanced artistic, craft and technical competence in students' chosen study strand and be aligned to their professional

ambitions for the future.

Students will continue to work independently (supported by their supervisor and peers) to get their projects finished and ready for submission and marking, the UWE Showcase, their website (and/or other online platforms) and their end of year degree show exhibition.

The supervision system echoes the regular production meetings that occur in industry. They are also aligned with pedagogical principles regarding the teacher (not 'teaching' per se, more guiding and creating an environment for learning). As such, we do expect students to be proactive, engaged and willing to help each other in these sessions – as it is hoped that most of the input will come from them.

Emphasis on industry is a distinctive feature of this module because it acknowledges the increasing diversity of animation practice within the wider creative industries, and the need for animation graduates to be both adept specialists and adaptable practitioners. Students are expected to conduct work-based learning for this module and this can include involvement in live projects and entrepreneurial activities as well as work experience.

Participating – working both within the studios and remotely, attending workshops and other taught sessions, supervision sessions – engaging fully in their chosen study strand.

Practicing – to produce a body of professional practical work that reflects students' specific interests, stated aims and aspirations and that is industry-focused.

Features: There are five strands of study in the studio modules. They cover the whole year.

The five study strands are:

Film
Pre-Production. Majoring in either Storyboarding (Page 4) or Art Direction

Animation

Making and Modelling. In Stop Motion or CGI

Bespoke.

Bespoke: if the student's specific interests and aspirations are not covered in one of the first four strands, they can opt for the fifth bespoke study strand and design their own personal plan.

Educational aims: Lectures will cover key syllabus aspects, expanded through screenings, seminars, and tutorials, with additional support via supervision sessions. Guest teaching fosters independent practice, innovation, and enterprise. Students will continue to create substantial project work in a period of production, if they are working on a short film or continue to build upon their existing projects, demonstrating advanced artistic and technical skills. Emphasising a process-based approach, the work aligns with their professional goals and a sustainable future strategy.

Outline syllabus: This module will enable students to:

Propose, develop and produce creative project work that aligns with their identified interests, aspirations and the practical deliverables outlined in the Module Handbook.

Critically and contextually evaluate project work in relation to meaning, precedents, artistic goals, and innovation and external expectations.

Devise a production plan for their practical work that demonstrates understanding of production processes, pipelines and time-management.

Independently manage time and productivity in relation to formative assessment milestones and summative assessment.

Students will be able to build on existing knowledge of the animation and the creative industries, and to formulate sustainable career plans.

Detailed guidelines regarding potential outputs will be provided in the Module

Handbook under the heading Strand Deliverables. These deliverables are a distinctive feature of this series of modules as they acknowledge the ever-expanding diversity of animation practice in relation to platforms, modes of production and consumption, specialisation and entrepreneurship.

Part 3: Teaching and learning methods

Teaching and learning methods: Students will continue to develop their knowledge through a structured plan covering development and production. Regular supervision meetings with an academic supervisor will support the student's critical thinking and project progression.

Workload:
Each study strand will have an equal workload. 300 hours work in total in each semester.

Supervision Tutor:
Students will be allocated a supervision tutor whom students will see approximately every two weeks for a tutorial (usually in small seminar groups). Their proposed plans should be negotiated with and agreed by the student's supervision tutor.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Critically evaluate existing theories, synthesise diverse perspectives, and generate insights that contribute to their field of study.

MO2 Achieve a high level of proficiency in using specialised tools, technologies, and techniques, pushing creative boundaries and exploring new possibilities.

MO3 Apply the appropriate methods in the development and realisation of creative project work, to a professional standard.

MO4 Demonstrate autonomy in planning, managing, and executing projects, demonstrating resilience and resourcefulness in overcoming obstacles.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://rl.talis.com/3/uwe/lists/2334FFFD-CCBA-9CCC-61B7-8BA51EFD0262.html?lang=en-GB&login=1

Part 4: Assessment

Assessment strategy: The portfolio has been chosen to enable students to demonstrate achievement across all the learning outcomes of the module and to provide flexibility in selecting appropriate and specific outputs. Students will be expected to produce a body of practical work of an advanced standard that connects with their established aims and objectives, and provides substantial evidence of credible and sustainable practice.

Assessment will include practical project work that builds on outputs and strategies.

Formative feedback: Pitches, review seminars, studio critiques and supervision meetings will provide opportunities for formative feedback.

Assessment: Portfolio (100%):

Detailed guidance on assessment will be provided in the Module Handbook.

Students will present progress of their projects through a portfolio, this will include:

A short film and/or a range of creative outputs determined by the student's stated aims and objectives. These represent key assessment outputs that will enable students to interrogate and develop their ideas and creative strategies further. Students are expected to examine their ongoing creative practice and their personal agenda as an animation practitioner. This evaluation will review achievements,

decision making, and initiatives that have helped shape project work and support creative practice. This will also review and revise production strategies, production schedules, factoring in further study and advancing learning objectives in support of future project work and the ongoing construction of a credible, ethical and sustainable creative practice profile.

The resit assessment is comparable to the first sit.

Assessment tasks:

Portfolio (First Sit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Animation [Bower] BA (Hons) 2025-26

Animation {Foundation}[Bower] BA (Hons) 2024-25